DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

DAVE ARNESON & GARY GYGAX

MEN & MAGIC

VOLUME 1 OF THREE BOOKLETS

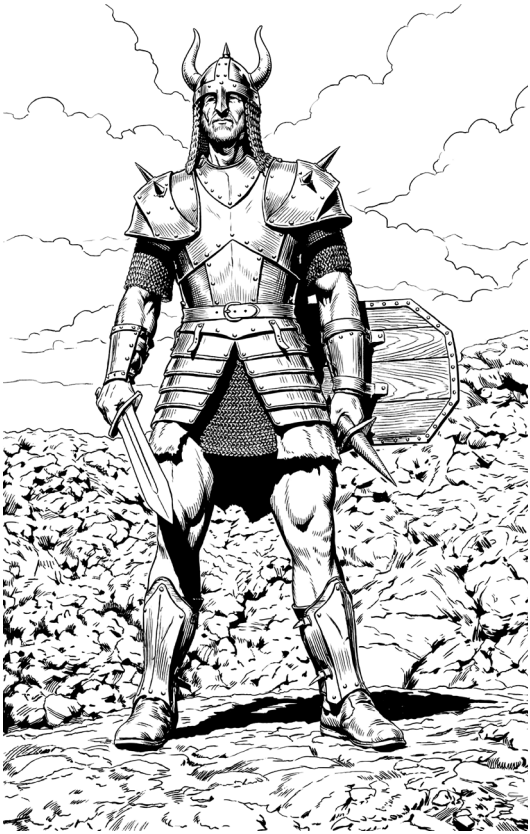
PUBLISHED BY TACTICAL STUDIES RULES

DUNGEONS & DRAGONS

VOLUME 1

MEN & MAGIC

by Dave Arneson & Gary Gygax



Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon the **CHAINMAIL** Fantasy Rules, with thanks and gratitude. Here is something better! Special thanks to the Midwest Military Simulation Association, the Lake Geneva Tactical Studies Association, Rob Kuntz and Tom Keogh (in memoriam).

INQUIRIES REGARDING RULES SHOULD BE ACCOMPANIED BY A STAMPED RETURN ENVELOPE AND SENT TO TACTICAL STUDIES RULES, POB 756, LAKE GENEVA, WISCONSIN 53147 (VIA TARDIS MAIL TO THE 1970s)

Original Illustrations By

Keenan Powell, Greg Bell, C. Corey, D. Arneson,
T. Keogh and David Sutherland

©1974 • TACTICAL STUDIES RULES

INDEX

Introduction 4

Scope 5

Equipment 5

Preparations for the Campaign 5

Characters 6

Character Alignment, Including Monsters 9

Determination of Abilities 10

Languages 12

Non-Player Characters 12

Basic Equipment and Costs 13

Encumbrance 15

Weights and Equivalents 15

Levels and Number of Experience Points

Necessary to Attain Them 16

Statistics Regarding Classes 17

Alternative Combat System 19

Saving Throw Matrix 20

Spells Table — Magic-Users 21

Clerics 22

Explanation of Spells 23

Magical Research 34

Books of Spells 34

FORWARD

ONCE UPON A TIME**,** long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and, to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs—the territory of the C&C Society—Dave located a nice bog wherein to nest the weird enclave of "Blackmoor", a spot between the "Great Kingdom" and the fearsome "Egg of Coot". From the **CHAINMAIL** fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C&C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing **DUNGEONS &DRAGONS**. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. The most extensive requirement is time. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. There should be no want of players, for there is unquestionably a fascination in this fantasy game—evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope will provide an idea of just how many possibilities are inherent in **DUNGEONS & DRAGONS.**

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find **DUNGEONS & DRAGONS** to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax
Tactical Studies Rules Editor

1 November 1973
Lake Geneva, Wisconsin

INTRODUCTION

These rules are as complete as possible within the limitations imposed by the space of three booklets. That is, they cover the major aspects of fantasy campaigns but still remain flexible. As with any other set of miniatures rules they are *guidelines* to follow in designing your own fantastic-medieval campaign. They provide the framework around which you will build a game of simplicity or tremendous complexity—your time and imagination are about the only limiting factors, and the fact that you have purchased these rules tends to indicate that there is no lack of imagination—the fascination of the game will tend to make participants find more and more time. We advise, however, that a campaign be begun slowly, following the steps outlined herein, so as to avoid becoming too bogged down with unfamiliar details at first. That way your campaign will build naturally, at the pace best suited to the referee and players, smoothing the way for all concerned. New details can be added and old "laws" altered so as to provide continually new and different situations. In addition, the players themselves will interact in such a way as to make the campaign variable and unique, and this is quite desirable.

If you are a player purchasing the **DUNGEONS & DRAGONS** rules in order to improve your situation in an existing campaign, you will find that there is a great advantage in knowing what is herein. If your referee has made changes in the rules and/or tables, simply note them in pencil (for who knows when some flux of the cosmos will make things shift once again!), and keep the rules nearby as you play. A quick check of some rule or table may bring hidden treasure or save your game "life".

Men & Magic (Vol. I) details what characters can be played, potentials, limitations, and various magical spells. **Monsters & Treasure** (Vol. II) describes the beasts and creatures which will be encountered, as well as the kind and amount of trea- sure they are likely to guard, including magical items. Finally, **The Underworld & Wilderness Adventures** (Vol. III) tells how to set up and actually play the campaign. It is presented last in order to allow the reader to gain the perspective necessary—the understanding of the two preceeding booklets. Read through the entire work in the order presented before you attempt to play.

SCOPE

With the various equippage listed in the following section DUNGEONS & DRAGONS will provide a basically complete, nearly endless campaign of all levels of fantastic-medieval wargame play. Actually, the scope need not be restricted to the medieval; it can stretch from the prehistoric to the imagined future, but such expansion is recommended only at such time as the possibilities in the medieval aspect have been thoroughly explored. The use of paper, pencil and map boards are standard. Miniature figures can be added if the players have them available and so desire, but miniatures are not required, only esthetically pleasing; similarly, unit counters can be employed—with or without figures—although by themselves the bits of cardboard lack the eye-appeal of the varied and brightly painted miniature figures.

Age Level: 12 years and up.

Number of Players: At least one referee and from four to fifty players can be handled in any single campaign, but the referee to player ratio should be about 1:20 or thereabouts.

RECOMMENDED EQUIPMENT

Dungeons & Dragons (you have it!)

Outdoor Survival (available from your hobby dealer or directly from Avalon Hill Company, 4517 Harford Rd, Baltimore, MD 21214)

Dice—the following different kinds of dice are available from TSR

1 pair 4-sided dice
1 pair 8-sided dice
1 pair 20-sided dice
1 pair 12-sided dice
4 to 20 pairs 6-sided dice

Chainmail miniature rules, latest edition (available from your hobby dealer or directly from TSR Hobbies, POB 756, Lake Geneva, WI 53147)

1 3-Ring Notebook (referee and each player)

Graph Paper (6 lines per inch is best)

Sheet Protectors (heaviest possible)

3-Ring Lined Paper

Drafting Equipment and Colored Pencils

Scratch Paper and Pencils

Imagination

1 Patient Referee

Players

PREPARATION FOR THE CAMPAIGN

The referee bears the entire burden here, but if care and thought are used, the reward will more than repay him. First, the referee must draw out a minimum of half a dozen maps of the levels of his "underworld", people them with monsters of various horrid aspect, distribute treasures accordingly, and note the location of the latter two on keys, each corresponding to the appropriate level. This operation will be more fully described in the third volume of these rules. When this task is completed the participants can then be allowed to make their first descent into the dungeons beneath the "huge ruined pile, a vast castle built by

generations of mad wizards and insane geniuses". Before they begin, players must decide what role they will play in the campaign, human or otherwise, fighter, cleric, or magic-user. Thereafter they will work upwards—if they survive—as they gain "experience". First, however, it is necessary to describe fully the roles possible.

CHARACTERS

There are three (3) main classes of characters:

Fighting-Men

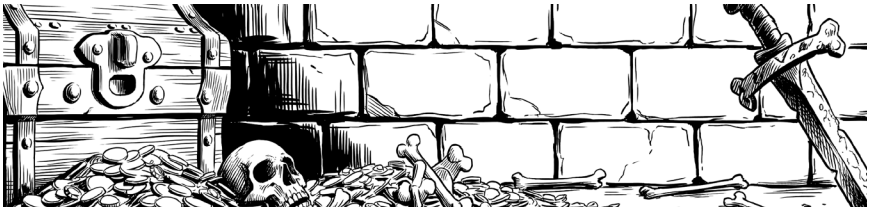
Magic-Users

Clerics

Fighting Men includes the characters of elves and dwarves and even hobbits. **Magic-Users** includes only men and elves. **Clerics** are limited to men only. All non-human players are restricted in some aspects and gifted in others. This will be dealt with in the paragraphs pertaining to each non-human type.

Fighting-Men: All magical weaponry is usable by fighters, and this in itself is a big advantage. In addition, they gain the advantage of more "hit diceâ€ (the score of which determines how many points of damage can be taken before a character is killed). They can use only a very limited number of magical items of the non- weaponry variety, however, and they can use no spells. Top-level fighters (Lords and above) who build castles are considered "Barons", and as such they may invest in their holdings in order to increase their income (see the INVESTMENT section of Volume Ill). Base income for a Baron is a tax rate of 10 Gold Pieces/ inhabitant of the barony/game year.

Magic-Users: Top level magic-users are perhaps the most powerful characters in the game, but it is a long, hard road to the top, and to begin with they are weak, so survival is often the question, unless fighters protect the low-level magical types until they have worked up. The whole plethora of enchanted items lies at the magic-users beck and call, save the arms and armor of the fighters (see, however, Elves); Magic-Users may arm themselves with daggers only. Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical. Costs are commensurate with the value of the item, as is the amount of game time required to enchant it.



Examples of costs

Item	Cost
Scroll of Spells	100 Gold Pieces/Spell/Spell Level/Week (a 5th level spell would require 500 GP and 5 weeks.)
Potion of Healing	250 Gold Pieces + 1 week
Potion of Giant Strength	1,000 Gold Pieces + 4 weeks
Enchanting 20 Arrows	1,000 Gold Pieces + 4 weeks
Enchanting Armor to +1	2,000 Gold Pieces + 2 months
Wand of Cold	10,000 Gold Pieces + 6 months
X-Ray Vision Ring	50,000 Gold Pieces + 1 year

Research by magical types can be done at any level of experience, but the level of magic involved dictates the possibility of success, as well as the amount of money necessary to invest. Assume that a Magic-User can use a 4th level spell (explained later), therefore he could develop a new spell provided it was equal to or less than 4th level. All this will be explained fully in the section dealing with SPELLS.

Clerics: Clerics gain some of the advantages from both of the other two classes (Fighting-Men and Magic-Users) in that they have the use of magic armor and all non-edged magic weapons (no arrows!), plus they have numbers of their own spells. In addition, they are able to use more of the magical items than are the Fighting-Men. When Clerics reach the top level (Patriarch) they may opt to build their own stronghold, and when doing so receive help from "above". Thus, if they spend 100,000 Gold Pieces in castle construction, they may build a fortress of double that cost. Finally, "faithful" men will come to such a castle, being fanatically loyal, and they will serve at no cost. There will be from 10-60 heavy cavalry, 10-60 horsed crossbowmen ("Turcopole"-type), and 30-180 heavy foot.

Note that Clerics of 7th level and greater are either "Law" or "Chaos", and there is a sharp distinction between them. If a Patriarch receiving the above bene- fits changes sides, all the benefits will immediately be removed!

Clerics with castles of their own will have control of a territory similar to the "Barony" of fighters, and they will receive "tithes" equal to 20 Gold Pieces/ Inhabitant/year.

Dwarves: Dwarves may opt only for the fighting class, and they may never progress beyond the 6th level (Myrmidon). Their advantages are: 1) they have a high level of magic resistance, and they thus add four levels when rolling saving throws (a 6th level dwarf equals a 10th level human);2) they are the only characters able to fully employ the +3 Magic War Hammer (explained in Volume II); 3) they note slanting passages, traps, shifting walls and new construction in underground settings; and 4) they are able to speak the languages of Gnomes, Kobolds and Goblins in addition to the usual tongues (see LANGUAGES in this Volume).

Elves: Elves can begin as either Fighting-Men or Magic-Users and freely switch class whenever they choose, from adventure to adventure, but not during the course of a single game. Thus, they gain the benefits of both classes and may use both weaponry and spells. They may use magic armor and still act as Magic-Users. However, they may not progress beyond 4th level Fighting-Man (Hero) nor 8th level Magic-User (Warlock). Elves are more able to note secret and hidden doors. They also gain the advantages noted in the CHAINMAIL rules when fighting certain fantastic creatures. Finally, Elves are able to speak the languages of Orcs, Hobgoblins, and Gnolls in addition to their own (Elvish) and the other usual tongues.

Halflings: Should any player wish to be one, he will be limited to the Fighting-Men class as a halfling. Halflings cannot progress beyond the 4th level (Hero), but they will have magic-resistance equal to dwarves (add four levels for saving throws), and they will have deadly accuracy with missiles as detailed in CHAINMAIL.

Other Character Types: There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a Dragon would have to begin as let us say, a "young" one and progress upwards in the usual manner, steps being predetermined by the campaign referee.

Law	Neutrality	Chaos
	— Men —	
	— Lycanthropes —	
— Centaurs —		Evil High Priests
— Dwarves/Gnomes —		Gargoyles
— Elves —		Ghouls
— Rocs —		Goblins/Kobolds
Haflings	— Chimerae —	
Hippogriffs	— Dragons —	
Patriarchs	— Minotaurs —	
Pegasi	— Giants —	
Treants	— Ogres —	
Unicorns	— Orcs —	
	Dryads	Gorgons
	Griffons	Hobgoblins/Gnolls
	Hydrae	Manticores
	Nixies	Medusae
	Pixies	Mummies
	Purple Woms	Spectres
	Sea Monsters	Trolls
	Wyverns	Wights
	Animals	Wraiths
		Vampires

Changing Character Class: While changing class (for other than elves) is not recommended, the following rule should be applied: In order for men to change class they must have a score of 16 or better in the prime requisite (see below) of the class they wish to change to, and this score must be unmodified. A Cleric with a "strength" of 15, for example, could not become a Fighting-Man. In any event Magic-Users cannot become Clerics and vice-versa.

DETERMINATION OF ABILITIES

Prior to the character selection by players it is necessary for the referee to roll three six-sided dice in order to rate each as to various abilities, and thus aid them in selecting a role. Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. Each player notes his appropriate scores, obtains a similar roll of three dice to determine the number of Gold Pieces (Dice score × 10) he starts with, and then opts for a role. A sample of the record of a character appears like this:

Name: Xylarthen **Class:** Magic-User

Strength:	6	Intelligence:	11	Wisdom:	13
Constitution:	12	Dexterity:	9	Charisma:	8

Gold Pieces	Experience
70	Nil

This supposed player would have progressed faster as a Cleric, but because of a personal preference for magic opted for that class. With a strength of only 6 there was no real chance for him to become a fighter. His constitutional score indicates good health and the ability to take punishment of most forms. A dexterity of 9 (low average) means that he will not be particularly fast nor accurate. He is below average in charisma, but not hopelessly so.

Explanation of Abilities

The first three categories are the *prime* requisites for each of the three classes, Fighting-Men, Magic-Users, and Clerics. (See the *Bonuses and Penalties to Advancement due to Abilities* table which appears hereafter.)

Strength is the prime requisite for fighters. Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom), for purposes of gaining experience only. Strength will also aid in opening traps and so on.

Intelligence is the prime requisite for magical types. Both fighters and Clerics can use it in their prime requisite areas (strength and wisdom respectively) on a 2 for 1 basis. Intelligence will also affect referees' decisions as to whether or not certain action would be taken, and it allows additional languages to be spoken.

Wisdom is the prime requisite for Clerics. It may be used on a 3 for 1 basis by fighters, and on a 2 for 1 basis by Magic-Users, in their respective prime requisite areas. Wisdom rating will act much as does that for intelligence.

Constitution is a combination of health and endurance. It will influence such things as the number of hits which can be taken and how well the character can withstand being paralyzed, turned to stone, etc.

Dexterity applies to both manual speed and conjuration. It will indicate the character's missile ability and speed with actions such as firing first, getting off a spell, etc.

Charisma is a combination of appearance, personality, and so forth. Its primary function is to determine how many hirelings of *unusual* nature a character can attract. This is not to say that he cannot hire men-at-arms and employ mercenaries, but the *charisma* function will affect loyalty of even these men. Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign. A player-character can employ only as many as indicated by his *charisma* score.

Charisma Score	Maximum # Hirelings	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	
10-12	4	
13-15	5	+1
16-17	6	+2
18	12	+4

In addition the charisma score is usable to decide such things as whether or not a witch capturing a player will turn him into a swine or keep him enchanted as a lover.

Finally, the charisma will aid a character in attracting various monsters to his service.

Bonuses and Penalties to Advancement due to Abilities:

(Low score is 3-8; Average is 9-12; High is 13-18)

Prime requisite 15 or more:	Add 10% to earned experience
Prime requisite 13 or 14:	Add 5% to earned experience
Prime requisite of 9-12:	Average, no bonus or penalty
Prime requisite 8 or 7:	Minus 10% from earned experience
Prime requisite 6 or less:	Minus 20% from earned experience
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or 14:	Will withstand adversity
Constitution of 9-12:	60% to 90% chance of surviving
Constitution 8 or 7:	40% to 50% chance of survival
Constitution 6 or Less:	Minus 1 from each hit die*
Dexterity above 12:	Fire any missile at +1
Dexterity under 9:	Fire any missile at -1

* minimum score of 1 on any die

Note: Average scores are 9-12. Units so indicated above may be used to increase prime requisite total insofar as this does not bring that category below average, i.e. below a score of 9.

Languages

The "common tongue" spoken throughout the "continent" is known by most humans. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Law, Chaos and Neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (law, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an Intelligence above 10 may learn additional languages, one language for every point above 10 intelligence factors. Thus, a man with an intelligence level of 15 could speak 7 languages, i.e. the common tongue, his divisional language, and 5 creature languages. Of course, Magic-Users spells and some magic items will enable the speaking and understanding of languages.

NON-PLAYER CHARACTERS

In all probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is likely that players will be desirous of acquiring a regular entourage of various character types, monsters, and an army of some form. Non-player characters can be hired as follows:

Only the lowest level of character types can be hired. The player wishing to hire a non-player character â€œadvertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (elf-land, dwarf-land, etc). This costs money and takes time, and the referee must determine expenditures. Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a minimum offer of 100 Gold Pieces would be required to tempt a human into service, dwarves are more interested in gold, Magic-Users and elves desire magical items, and Clerics want some assurance of having a place of worship in which to house themselves.

Monsters can be lured into service if they are of the same basic alignment as the player-character, or they can be Charmed and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can be brought into a character's service, charisma allowing or through a Charm spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example). The monster will react, with appropriate plusses or minuses, according to the offer, the referee rolling two six-sided dice and adjusting for charisma:

Dice Score	Reaction
2	Attempts to attack
3-5	Hostile reaction
6-8	Uncertain
9-11	Accepts offer
12	Enthusiast, Loyalty +3

An "Uncertain" reaction leaves the door open to additional reward offers, but scores under 6 do not.

Capture of Non-Player Monsters: Morale dice can cause a man or intelligent monster to attempt to surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined above. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable (see Volume II).

Loyalty of Non-Player Characters (Including Monsters): Men, dwarves and elves will serve as retainers with relative loyalty so long they receive their pay regularly, are treated fairly, are not continually exposed to extra-hazardous duty, and receive bonuses when they are taking part in some dangerous venture. Judgement of this matter is perforce subjective on the part of the campaign referee, but there is a simple guideline: When one or more of such characters are taken into service a loyalty check is made by rolling three-six-sided dice. Adjustments are made for charisma and initial payments for service, and the loyalty of the character(s) noted by the referee. (The player will not have any knowledge of what it is without some method of reading minds.)

Loyalty Score	Morale
3 or less	Will desert at first opportunity
4-6	-2 on morale dice
7-8	-1 on morale dice
9-12	Average morale dice
13-14	+1 on morale dice
15-18	+2 on morale dice
19 and above	Need never check morale

Non-player characters and men-at-arms will have to make morale checks (using the above reaction table or "Chainmail") whenever a highly dangerous or un-nerving situation arises. Poor morale will mean that those in question will not perform as expected.

Periodic re-checks of loyalty should be made. Length of service, rewards, etc. will bring additional plusses. Poor treatment will bring minuses.

Relatives: The referee may allow players to designate one relative of his character to inherit his possessions if for any reason the participant unexpectedly disappears, with or without "death" being positively established, for a period of one game month, let us say. At this time the relative would inherit the estate of the character, paying a 10% tax on all goods and monies. The relative must start at the lowest level of the class he opts for, but he will have the advantage of the inheritance.

If the character returns, he takes possession of his estate once more (referee's option as to willingness of the relative to give it up) but must pay an additional 10% tax in order to regain his own. Optionally the relative may be allowed to stay on as a non-player character in the service of the player-character. Loyalty of the relative in such a circumstance would be at a penalty of from 0 to -6, and he would possibly intrigue to regain control.

Characters without a relative will lose all their possessions should they disappear and not return before whatever period is designated as establishing death.

BASIC EQUIPMENT AND COSTS

It will be necessary for players to equip their characters with various basic terns of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course, and then Gold Pieces would be transferred).

Item	Cost
Dagger	3
Hand Axe	3
Mace	5
Sword	10
Battle Axe	7
Morning Star	6
Flail	8
Spear	1
Pole Arm	7
Halberd	7
Two-Handed Sword	15
Lance	4
Pike	5
Short Bow	25
Long Bow	40
Composite Bow	50
Light Crossbow	15
Heavy Crossbow	25
Quiver of 20 Arrows	10
Case with 30 Quarrels	10
20 Arrows/30 Quarrels	5
Silver Tipped Arrow	5
Mule	20
Draft Horse	30
Light Horse	40
Warhorse, Medium	100
Warhorse, Heavy	200
Saddle	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100
Small Merchant Ship	5,000
Large Merchant Ship	20,000
Small Galley	10,000
Large Galley	30,000

Item	Cost
Leather Armor	15
Chain-type Mail	30
Plate Mail	50
Helmet	10
Shield	10
Barding (Horse Armor)	150
50′ of Rope	1
10′ Pole	1
12 lron Spikes	1
Small Sack	1
Large Sack	2
Leather Back Pack	5
Water/Wine Skin	1
6 Torches	1
Lantern	10
Flask of Oil	2
3 Stakes & Mallet	3
Steel Mirror	5
Silver Mirror, Small	15
Wooden Cross	2
Silver Cross	25
Holy Water/Vial	25
Wolvesbane, bunch	10
Belladona, bunch	10
Garlic, bud	5
Wine, quart	1
Iron Rations (for dungeon expeditions) 1 person/1 week	15
Standard Rations for 1 person, 1 week	5

Other items cost may be calculated by comparing to similar items listed above.

WEIGHT WHICH CAN BE CARRIED

Weight of a man	1,750
Load in Gold Pieces Equal to Light Foot Movement (12")	750
Load in Gold Pieces Equal to Heavy Foot Movement (9")	1,000
Load in Gold Pieces Equal to Armored Foot Movement (6")	1,500
Leather Armor or Saddle	250
Chain-Type Armor	500
Plate Mail or Horse Armor	750
Helmet	50
Shield	150
Pole Arms, Halberd, Pike, Two-Handed Sword (each)	150
Morning Star, Flail, Battle Axe (each)	100
Sword, Mace, Hand Axe, Bow & Arrows (each)	50
Dagger	20
Miscellaneous Equipment (rope, spikes, bags, etc.)	80
Maximum Load/Person at half normal movement	3,000

Example Employing Encumberance: A character equips himself with the following:

Plate Armor	750
Helmet	50
Shield	150
Flail	100
Bow, Quiver & 20 Arrows	50
Dagger	20
Misc. Equipment	80
TOTAL	**1,200**

The character would move at the speed of an Armored Footman (6"/turn). He could pick up an additional 300 Gold Pieces weight of treasure and incur no movement penalty. Weight over 1,500 would incur the penalty of half-speed noted above, although equipment could be discarded in order to avoid this penalty.

WEIGHT AND EQUIVALENTS

1 Coin (Copper, Silver, or Gold)	1
1 Small Sack Holds	50
1 Large Sack or Back Pack Holds	300
1 Scroll or Piece of Jewelry	20
1 Potion or Wine Skin	30
1 Flagon or Chalice	50
1 Wand with Case	100
1 Staff with Case	300
1 Gem	1

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM

Fighting-Men	
Veteran	0
Warrior	2,000
Swordsman	4,000
Hero*	8,000
Swashbuckler	16,000
Myrmidon**	32,000
Champion	64,000
Superhero	120,000
Lord	240,000

Magic-Users	
Medium	0
Seer	2,500
Conjurer	5,000
Theurgist	10,000
Thaumaturgist	20,000
Magician	35,000
Enchanter	50,000
Warlock*	75,000
Sorcerer	100,000
Necromancer	200,000
Wizard	300,000

Clerics	
Acolyte	0
Adept	1,500
Village Priest	3,000
Vicar	6,000
Curate	12,000
Bishop	25,000
Lama	50,000
Patriarch	100,000

*highest level for elf

**highest level for dwarf

STATISTICS REGARDING CLASSES

Fighting-Men	Dice for Accumulative Hits	Fighting Capability
Veteran	1 + 1	Man + 1
Warrior	2	2 Men + 1
Swordsman	3	3 Men or Hero - 1
Hero	4	Hero
Swashbuckler	5 + 1	Hero + 1 or 5 Men
Myrmidon	6	Hero + 1 or 6 Men
Champion	7 + 1	Superhero - 1
Superhero	8 + 2	Superhero
Lord	9 + 3	Superhero + 1
Lord, 10th Level	10 + 1	Superhero + 1

			Spells & Level					
Magic-Users			**1**	**2**	**3**	**4**	**5**	**6**
Medium	1	Man	1	-	-	-	-	-
Seer	1 + 1	Man + 1	2	-	-	-	-	-
Conjurer	2	2 Men	3	1	-	-	-	-
Theurgist	2 + 1	2 Men + 1	4	2	-	-	-	-
Thaumaturgist	3	3 Men	4	2	1	-	-	-
Magician	3 + 1	3 Men + 1	4	2	2	-	-	-
Enchanter	4	Hero -1	4	3	2	1	-	-
Warlock	5	Hero	4	3	3	2	-	-
Sorcerer	6 + 1	Hero + 1	4	3	3	2	1	-
Necromancer	7	Wizard	4	4	3	3	2	-
Wizard	8 + 1	Wizard	4	4	4	3	3	-
Wizard, 12th Level	8 + 2	Wizard	4	4	4	4	4	1
Wizard, 13th Level	8 + 3	Wizard	5	5	5	4	4	2
Wizard, 14th Level	8 + 4	Wizard+ 1	5	5	5	4	4	3
Wizard, 15th Level	9 + 1	Wizard+ 1	5	5	5	4	4	4
Wizard, 16th Level	9 + 2	Wizard+ 2	5	5	5	5	5	5

Clerics	Dice for Accumulative Hits	Fighting Capability	Spells & Level 1	2	3	4	5
Acolyte	1	Man	-	-	-	-	-
Adept	2	Man + 1	1	-	-	-	-
Village Priest	3	2 Men	2	-	-	-	-
Vicar	4	3 Men	2	1	-	-	-
Curate	4 + 1	3 Men	2	2	-	-	-
Bishop	5	Hero - 1	2	2	1	1	-
Lama	6	Hero	2	2	2	1	1
Patriarch	7	Hero + 1	2	2	2	2	2
Patriarch, 9th Level	7 + 1	Superhero - 1	3	3	3	2	2
Patriarch, 10th	7 + 2	Superhero + 1	3	3	3	3	3

Experience Points: Experience points are awarded to players by the referee with appropriate bonuses or penalties for *prime requisite* scores. As characters meet monsters in mortal combat and defeat them, and when they obtain various forms of treasure (money, gems, jewelry, magical items, etc.), they gain "experience". This adds to their experience point total, gradually moving them upwards through the levels. Gains in experience points will be relative; thus an 8th level Magic-User operating on the 5th dungeon level would be awarded 5/8 experience. Let us assume he gains 7,000 Gold Pieces by defeating a troll (which is a 7th level monster, as it has over 6 hit dice). Had the monster been only a 5th level one experience would be awarded on a 5/8 basis as already stated, but as the monster guarding the treasure was a 7th level one experience would be awarded on a 7/8 basis thus: 7,000 gp + 700 for killing the troll = 7,700 divided by 8 = 962.5 × 7 = 6,037.5. Experience points are never awarded above a 1 for 1 basis, so even if a character defeats a higher level monster he will not receive experience points above the total of treasure combined with the monster's kill value. It is also recommended that no more experience points be awarded for any single adventure than will suffice to move the character upwards one level. Thus a "veteran" (1st level) gains what would ordinarily be 5,000 experience points; however, as this would move him upwards two levels, the referee should award only sufficient points to bring him to "warrior" (2nd level), say 3,999 if the character began with 0 experience points.

Levels: There is no theoretical limit to how high a character may progress, i.e. 20th level Lord, 20th level Wizard, etc. Distinct names have only been included for the base levels, but this does not influence progression.

Dice for Accumulative Hits (Hit Dice): This indicates the number of dice which are rolled in order to determine how many hit points a character can take. Plusses are merely the number of pips to add to the total of all dice rolled not to each die. Thus a Super Hero gets 8 dice + 2; they are rolled and score 1, 2, 2, 3, 3, 4, 5, 6G/totals 26 + 2 = 28, 28 being the number of points of damage the character could sustain before death. Whether sustaining accumulative hits will otherwise affect a character is left to the discretion of the referee.

Fighting Capability: This is a key to use in conjunction with the **CHAINMAIL** fantasy rule, as modified in various places herein. An alternative system will be given later for those who prefer a different metho

Spells & Levels: The number above each column is the spell level (complexity, a somewhat subjective determination on the part of your authors). The number in each column opposite each applicable character indicates the number of spells of each level that can be used (remembered during any single adventure) by that character. Spells are listed and explained later. A spell used once may not be reused in the same day.

Levels Above those Listed: Progressions of Dice for Accumulative Hits, Fighting Capability, and Spells & Levels may not be evident. An 11th level Lord would get 10 + 3 dice and fight as he did at the 10th level; but at 12th level, he could get 11 + 1 dice and fight at Superhero + 2. At 13th level dice would be 11 + 3 with Fighting Capability at Superhero + 2. A 17th level Wizard would get 9 + 3 dice and fight as a 16th level, just as an 18th level Wizard would get dice of 10 + 1 with no change in Fighting Capabilities—the change coming at the 19th level, fighting then being done at Wizard + 3. An 11th level Patriarch would get dice of 7 + 3 with Fighting Capability unchanged; at 12th level dice would be 8 + 1 with no change in fighting; and at 13th level the Patriarch would get 8 + 2 and fight as a Superhero, the next change in Fighting Capability coming at the 17th level.

Spell progression for Magic-Users is: 17th level Wizard—6, 6, 6, 5, 5, 5; 18th level Wizard—sixes across the board; and so on. Spell progression for Clerics is: 11th level Patriarch—4, 4, 4, 3, 3; 12th level Patriarch—fours across the board; 13th level Patriarch—5, 5, 5, 4, 4; and so on.

ALTERNATIVE COMBAT SYSTEM

This system is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes. There are two charts, one for *men versus men or monsters* and one for *monsters* (including kobolds, goblins, orcs, etc.) *versus men*.

ATTACK MATRIX 1: MEN ATTACKING TARGET

Armor Class	Description	20-Sided Die Score to Hit by Level*					
		1-3	4-6	7-9	10-12	13-15	16 & up
2	Plate Armor & Shield	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	Chain Mail & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

*Fighting-Men: Magic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4. 5-8, etc.). Normal men equal ist level fighters.

All attacks which score hits do 1-6 points damage unless otherwise noted.

ATTACK MATRIX II.: MONSTERS ATTACKING TARGET

Armor Class	20-Sided Die Score to Hit by Monster's Dice #							
	Up to 1	1 + 1	2-3	3-4	4-6	6-8	9-10	11 & up
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	0

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 2 at short range.

SAVING THROW MATRIX

Class & Level		Death Ray or Poison	All Wands Including Polymorph or Paralyzation	Stone	Dragon Breath	Staves & Spells
Fighting-Man	1-3	12	13	14	15	16
Magic-User	1-5	13	14	13	16	15
Cleric	1-4	11	12	14	16	15
Fighter	4-6	10	11	12	13	14
Magic-User	6-10	11	12	11	14	12
Cleric	1-4	9	10	12	14	12
Fighter	7-9	8	9	10	10	12
Magic-User	11-15	8	9	8	11	8
Cleric	9-12	6	7	9	11	9
Fighter	10-12	6	7	8	8	10
Magic-User	16+	5	6	5	8	3
Cleric	13+	3	5	7	8	7
Fighter	13+	4	5	5	5	8

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralization, stone, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and dragon's breath scoring one-half of its full damage). Wands of cold, fire balls, lightning, etc. and staves are treated as indicated, but saving throws being made result in one-half damage.

SPELLS TABLE

Magic-Users:

	1st Level	2nd Level	3rd Level
1.	Detect Magic	Detect Invisible	Fly
2.	Hold Portal	Levitate	Hold Person
3.	Read Magic	Phantasmal Forces	Dispel Magic
4.	Read Languages	Locate Object	Clairvoyance
5.	Protection from Evil	Invisibility	Clairaudience
6.	Light	Wizard Lock	Fireball
7.	Charm Person	Detect Evil	Lightning Bolt
8.	Sleep	ESP	Protection from Evil, 10' r.
9.		Continual Light	Invisibility, 10' r.
10.		Knock	Infravision
11.			Slow
12.			Haste
13.			Protection from Normal Missiles
14.			Water Breathing

	4th Level	5th Level	6th Level
1.	Polymorph Self	Teleport	Stone to Flesh
2.	Polymorph Others	Hold Monster	Reincarnation
3.	Remove Curse	Conjure Elemental	Invisible Stalker
4.	Wall of Fire	Telekenesis	Lower Water
5.	Wall of Ice	Transmute Rock to Mud	Part Water
6.	Confusion	Wall of Stone	Projected Image
7.	Charm Monster	Wall of Iron	Anti-Magic Shell
8.	Plant Growth	Animate Dead	Death Spell
9.	Dimension Door	Magic Jar	Geas
10.	Wizard Eye	Contact Higher Plane	Disintegrate
11.	Massmorph	Pass-Wall	Move Earth
12.	Hallucinatory Terrain	Cloudkill	Control Weather
13.		Feeblemind	
14.		Animal Growth	

SPELLS TABLE

Clerics:

	1st Level	2nd Level	3rd Level
1.	Cure Light Wounds	Find Traps	Remove Curse
2.	Purify Food & Wate	Hold Person	Cure Disease
3.	Detect Magic	Bless	Locate Object
4.	Detect Evil	Speak with Animals	Continual Light
5.	Protection from Evil		
6.	Light		

	4th Level	5th Level
1.	Neutralize Poison	Dispel Evil
2.	Cure Serious Wounds	Raise Dead
3.	Protection from Evil, 10' r.	Commune
4.	Turn sticks to snakes	Quest
5.	Speak with plants	Insect Plague
6.	Create Water	Create Food

Clerics versus Undead Monsters:

Monster Type	Acolyte	Adept	Village Priest	Vicar	Curate	Bishop	Lama	Patriarch
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Numbers are the score to match or exceed in order to turn away, rolled with two six-sided dice.

T = Monster turned away, up to two dice in number.

D = Dispelled/dissolved, up to two dice in number.

N = No Effect.

A full explanation of each spell follows. Note that underlined Clerical spells are reversed by evil Clerics. Also, note the Clerics versus Undead Monsters table, indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost.

EXPLANATION OF SPELLS

MAGIC-USERS

1st Level

Detect Magic: A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc.

Hold Portal: A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. *Dispel Magic* (see below) will immediately negate it, a strong anti-magical creature will shatter it and a *Knock* (see below) will open it.

Read Magic: The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. The spell is of short duration (one or two readings being the usual limit).

Read Languages: The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the *Read Magic* spell above.

Protection from Evil: This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a +1 to all saving throws and taking a -1 from hit dice of evil opponents. (Note that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.) Duration: 6 turns.

Light: A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns.

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is dispelled (*Dispel Magic*). Range: 12"

Sleep: A *Sleep* spell affects from 2-16 1st level types (hit dice of up to 1 + 1), from 2-12 2nd level types (hit dice of up to 2 + 1), from 1-6, 3rd level types, and but 1 4th level type (up to 4 +1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection. Range: 24"

2nd Level

Detect Invisible (Objects): A spell to find secreted treasure hidden by an *Invisibility* spell (see below). It will also locate invisible creatures. Durations: 6 turns. Range: 1" x the level of the Magic-User casting it, i.e. a "Wizard" would have a range of 11", more if he was above the base value.

Levitate: This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Duration: 6 turns + the level of the user. Range (of levitation): 2"/level of Magic-User, with upwards motion at 6"/turn.

Phantasmal Forces: The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, *per se*. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real. Range: 24"

Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well-known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: 6" + 1"/level of the Magic-User employing the spell, i.e. a "Necromancer" has a 16" range.

Invisibility: A spell which lasts until it is broken by the user or by some outside force (remember that as in **CHAINMAIL**, a character cannot remain invisible and attack). It affects only the person or thing upon whom or which it is cast. Range: 24"

Wizard Lock: Similar to a *Hold Portal*, this spell lasts indefinitely. It can be opened by a *Knock* without breaking the spell. A *Wizard Lock* can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

Detect Evil: A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil. Duration: 2 turns. Range: 6"

ESP: A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2′ in thickness, but a thin coating of lead will prevent its penetration. Duration: 12 turns. Range: 6″

Continual Light: This spell creates a light wherever the caster desires. It sheds a circle of illumination 24″ in diameter, but does not equal full daylight. It continues to shed light until dispelled. Range: 12″

Knock: A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc. Range: 6″

3rd Level

Fly: By means of this spell the user is able to fly at a speed of up to 12″/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

Hold Person: A spell similar to *Charm Person* but which is of both limited duration and greater effect. It will effect from 1-4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by -2. Duration: 6 turns + level of the caster. Range: 12″

Dispel Magic: Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a *Dispel Magic* spell is a ratio of the dispeller over the original spell caster, so if a 5th level Magic-User attempts to dispell the spell of a 10th level Magic-User there is a 50% chance of success. Duration: 1 turn. Range: 12″.

Clairvoyance: Same as ESP spell except the spell user can visualize rather than merely pick up thoughts.

Clairaudience: Same as *Clairvoyance* except it allows hearing rather than visualization. This is one of the few spells which can be cast through a Crystal Ball (see Volume II).

Fireball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2″ (slightly larger than specified in **CHAINMAIL**). In a confined space the Fireball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that *Fireballs* from scrolls (see Volume II) and wands are 6-die missiles and those from staves are 8-die missiles. Duration: 1 turn. Range: 24″

Lightning Bolt: Utterance of this spell generates a lightning bolt 6″ long and up to 3/4″ wide. If the space is not long enough to allow its full extension, the missile will double back to attain 6″, possibly striking its creator. It is otherwise similar to a *Fireball*, but as stated in **CHAINMAIL** the head of the missile may never extend beyond the 24″ range.

Protection from Evil, 10′ Radius: A *Protection from Evil* spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

Invisibility, 10′ Radius: An *Invisibility* spell with an extended projection but otherwise no different from the former spell.

Infravision: This spell allows the recipient to see infrared light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40-60'

Slow: A broad-area spell which effects up to 24 creatures in a maximum area of 6" x 12". Duration: 3 turns. Range: 24"

Haste: This is exactly the opposite of a *Slow* spell in effect, but otherwise like it. Note that it will counter its opposite and vice-versa.

Protection from Normal Missiles: The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by normal (not above normal) men and/or weapons. Duration: 12 turns. Range: 3"

Water Breathing: A spell whereby it is possible to breathe under water without harm or difficulty. Duration: 12 turns. Range 3"

4th Level

Polymorph Self: A spell allowing the user to take the shape of *anything* he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

Polymorph Others: Unlike the spell to *Polymorph Self,* this spell lasts until it is dispelled. The spell gives all characteristics of the form of the creature, so a creature polymorphed into a dragon acquires all of the dragon's ability—not necessarily mentality, however. Likewise, a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man. Range: 6"

Remove Curse: A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

Wall of Fire: The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four hit dice from entering/passing through. Undead will take two dice of damage (2-12) and other creatures one die (1-6) when breaking through the fire. The shape of the wall can be either a plane of up to 6" width and 2" in height, or it can be cast in a circle of 3" diameter and 2" in height. Range: 6"

Wall of Ice: A spell to create a wall of ice six inches thick, in dimensions like that of a *Wall of Fire.* It negates the effects of creatures employing fire and/or fire spells. It may be broken through by

creatures with four or more hit dice, with damage equal to one die (1-6) for non-fire employing creatures and double that for fire-users. Range: 12"

Confusion: This spell will immediately effect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused. The spell will affect as many creatures as indicated by the score rolled on two six-sided dice with the addition of + 1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each turn. Duration: 12 turns. Range: 12"

Charm Monster: The counterpart of a *Charm Person* spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are effected by the spell by rolling three six-sided dice. It is otherwise identical to the *Charm Person* spell.

Plant Growth: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will effect an area of up to 30 square inches, the dimensions decided by the caster of the spell. Duration: until the spell is negated by a *Dispel Magic*. Range: 12"

Dimension Door: A limited Teleport spell which allows the object to be instantaneously transported up to 36" in any direction (including up or down). There is no chance of misjudging when using a Dimension Door, so the user always arrives exactly where he calls, i.e. 12" upwards, 32" east, etc. Range: 1"

Wizard Eye: A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye"is invisible. It moves 12"/turn. Duration: 6 turns.

Massmorph: This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchards. The concealed figures may be moved through without being detected as anything other than trees, and it will not effect the spell. It will be negated by a command for the caster or by means of a Dispell Magic spell. Range: 24"

Hallucinatory Terrain: By means of this spell terrain features can either be hidden or created—an illusion which effects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent. Range: 24"

5th Level

Teleport: Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% *low* and 10% *high*. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

Hold Monster: Same as *Hold Person* but applicable to Monsters.

Conjure Elemental: A spell to conjure an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until dispelled, but the Magic-User must concentrate on control or the elemental will turn upon its conjurer and attack him (see **CHAINMAIL**). Conjured elementals are the strongest, with 16 hit dice as is explained in Volume II, **MONSTERS & TREASURE**. Range: 24"

Telekenesis: By means ofthis spell objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000 Gold Pieces. Duration: 6 turns. Range 12"

Transmute Rock to Mud: The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a *Transmute Rock to Mud spell*) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice). Range: 12"

Wall of Stone: The creation of a stone wall two feet thick with a maximum length and height equalling 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall. Range: 6"

Wall of Iron: Like a *Wall of Stone*, but the thickness of the wall is three inches and its maximum area 5 square inches. Duration: 12 turns. Range: 6"

Animate Dead: The creation of animated skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a â€œSorcererâ€ gets one die or from 1-6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

Magic Jar: By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 12" of his *Magic Jar.* The container for his life force must be within 3" of his body at the time the spell is pronounced. Possession of another body takes place when the creature in

question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the *Magic Jar,* and from thence it may attempt another possession or return to the Magic-User's body. The spirit of the Magic-User can return to the *Magic Jar* at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the *Magic Jar.* If the *Magic Jar* is destroyed the Magic-User is totally annihilated.

Contact Higher Plane: This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the tablebelow to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3rd	3	25%	30%	nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%
12th	12	95%	100%	90%

If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated until the time has elapsed. For each level above the 11th, Magic-Users should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

Pass-Wall: A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length. Duration: 3 turns. Range: 3"

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. Movement: 6"/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 3" diameter. Duration: 6 turns, but the cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level.

Feeblemind: A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a *Dispel Magic*. Because of its specialized nature the *Feeblemind* spell has a 20% better chance of success, i.e. lowers the Magic-User's saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a *Feeblemind*. Range: 24"

Growth of Animals: A spell which will cause from 1-6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. Duration: 12 turns. Range 12"

6th Level

Stone to Flesh: This spell turns stone to flesh, and it is reversible, so as to turn flesh to stone. It is particularly useful in reviving characters who have been "stoned" by some monster. It is permanent unless a reversed spell is used. Range: 12"

Reincarnation: A spell to bring a dead character back to life in some other form. The form in which the character is *Reincarnated* is dependent upon his former alignment (Law, Neutrality or Chaos). Use a random determination on the *Character Alignment* table, and whatever the result is, the reincarnated character is that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class,and similarly check level for *reincarnation* as an elf or dwarf.

Invisible Stalker: The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The *Invisible Stalker* will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the *Invisible Stalker* itself will be found in the next volume.

Lower Water: Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth for ten turns. Range: 24"

Part Water: A spell which will part water up to 10' deep for a maximum of six turns. Range: 12"

Projected Image: By means of this spell the Magic-User projects an image of himself up to 24" away, and all spells and the like used thereafter appear to originate from the Projected Image. Duration: 6 turns. Range: 24"

Anti-Magic Shell: A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it. Duration: 12 turns

Death Spell: An incantation which kills from 2-16 creatures with fewer than seven hit dice. The creatures must be within an area of 6" x 6" to come under the spell. Range: 24"

Geas: A spell which forces the recipient to perform some task (as desired by the Magic-User casting the *Geas*). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the *Geas* entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed. Range: 3"

Disintegrate: This spell will cause material of any kind—other than that of a magical nature—to *Disintegrate*. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, or whatever. Range: 6"

Move Earth: When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 6" per turn. Duration: 6 turns. Range 24"

Control Weather: The Magic-User can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Clerics

1st Level

Cure Light Wounds: During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hits points the character has taken. Thus from 2-7 hit points of damage can be removed.

Purify Food & Water: This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve a dozen people.

Detect Magic: This spell is the same as that for Magic-Users.

Detect Evil: This spell is the same as that for Magic-Users except that it has a duration of 6 turns and a range of 12".

Protection from Evil: This spell is the same as that for Magic-Users except that it lasts for 12 turns.

Light: This spell is the same as that for Magic-Users, except that it has a basic duration of 12 turns.

2nd Level

Find Traps: By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 3". The spell lasts 2 turns.

Hold Person: This spell is the same as that for Magic-Users except that its duration is 9 turns and its range 18".

Bless: During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice. The spell lasts six turns.

Speak with Animals: This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the party the Cleric is with. (The manner of handling the probabilities of action by animals is discussed in the next volume). Duration: 6 turns. Range: 3"

3rd Level

Remove Curse: This spell is the same as that for Magic-Users.

Cure Disease: A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example.

Locate Object: This spell is the same as that for Magic-Users, except that the base range is 9".

Continual Light: This spell is the same as that for Magic-Users, except that the light shed is equal to full daylight.

4th Level

Neutralize Poison: A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one object. Duration: 1 turn

Cure Serious Wounds: This spell is like a *Cure Light Wounds* spell, but the effects are double, so two dice are rolled and one pip is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Protection from Evil, 10' radius: This spell is the same as that for Magic-Users.

Turn Sticks to Snakes: Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2-16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders. Duration: 6 turns. Range 12"

Speak with Plants: This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands, of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Ents do. Duration: 6 turns. Range: 3"

Create Water: By means of this spell the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity doubles for every level above the 8th the Cleric has attained.

5th Level

Dispel Evil: Similar to a *Dispel Magic* spell, this allows a Cleric to dispel any evil sending or spell within a 3" radius. It functions immediately. Duration: 1 turn

Raise Dead: The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with men, elves, and dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on. Naturally, if the character's Constitution was weak, the spell will not bring him back to life. In any event raised characters must spend two game weeks time recuperating from the ordeal.

Commune: A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. *Communing* is allowed but once each week) maximum; referee's option as to making less frequent). Veracity and knowledge should be near total. Once per year a special *communing* should be allowed wherein the Cleric can ask double the number of questions.

Quest: This is similar to the *Geas*, except that the character sent upon a *Quest* by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the *Quest*, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

Insect Plague: By means of this spell the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive

creatures with less than three hit dice off in rout. The dimensions of the *Insect Plague* are 36 square inches. Duration: 1 game day. Range: 48". (Note: This spell is effective only above ground.)

Create Food: A spell with which the Cleric creates sustenance sufficient for a party of a dozen for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

Anti-Clerics

There are Anti-Clerics (listed below) who have similar powers to Clerics. Those Clerical spells underlined on the table for Cleric Spells have a reverse effect, all others functioning as noted. The chief exception is the *Raise Dead* spell which becomes:

The Finger of Death: Instead of raising the dead, this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 12". (A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric.)

Anti-Clerics: Evil Acolyte, Evil Adept, Shaman, Evil Priest, Evil Curate, Evil Bishop, Evil Lama, Evil High Priest.

MAGICAL RESEARCH

Both Magic-Users and Clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment. Investment for 1st level is 2,000 Gold Pieces, 2nd level is 4,000 Gold Pieces, 3rd level is 8,000 Gold Pieces, 4th level is 16,000 Gold Pieces, 5th level is 32,000 Gold Pieces, and 6th level is 64,000 Gold Pieces. The time required is one week per spell level. For every amount equal to the basic investment spent there is a 20% chance of success, cumulative. An investment of 10,000 Gold Pieces in order to develop new (st level spell, for example, has a 100% chance of success after one game week.

The level of the spell researched must be consistent with the level of the Magic-User or Cleric involved, i.e. the character must be able to use spells equal to or above the level of the one he desires to create.

Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself.

BOOKS OF SPELLS

Characters who employ spells are assumed to acquire books containing the spells they can use, one book for each level. If a duplicate set of such books is desired, the cost will be the same as the initial investment for research as listed above, i.e. 2,000, 4,000, 8,000, etc. Loss of these books will require replacement at the above expense.

This very special edition of the original Dungeons & Dragons "White Box" Men & Magic booklet is dedicated to Dave Arneson, creator of Dungeons & Dragons, and to that most esteemed Gygax who organised and structured his amazing game into something that could be learned and enjoyed by others around the world. We, of course, mean Mary Jo Gygax. It had to suck letting her husband take all the credit for her hard work.